

WHAT IS CLAIMED IS:

1. An audio apparatus, comprising:
a first memory in which control data is stored;
a second rewritable memory for storing control data inputted from an
5 external device; and
a control section for selecting either one of the first and second memories
and for controlling operation according to a control program using the control data
stored in the memory selected.

10 2. An audio apparatus according to claim 1, wherein
the first memory contains a first control program stored therein;
the second memory contains a second control program stored therein; and
the control section selects either one of the first and second memories and
controls operation according to the control program stored in the memory selected.

15 3. An audio apparatus according to claim 1, wherein the control program is a
control program for sound field processing.

20 4. An audio apparatus according to claim 1, further including a USB interface
section, wherein the control data is inputted via the USB interface section to the
second memory.

25 5. An audio apparatus, comprising:
a first memory in which a control program is stored;
a second rewritable memory in which a control program inputted from an
external device is stored; and

a control section for selecting either one of the first and second memories and for controlling operation according to the control program stored in the memory selected.

5 6. An audio apparatus according to claim 5, wherein the control program is a control program for sound field processing.

7. A controller, comprising:

10 a display screen for displaying an image corresponding to control data, the image being used to select therethrough particular control data from a plurality of control data; and

a processor for transmitting to an external device the control data selected via the display screen.

15 8. A controller according to claim 7, wherein:

the control data includes information associated with arrangement of virtual speakers;

an image displayed on the display screen identifies a position of a listener and positions of a plurality of virtual speakers arranged to surround the listener; and

20 a desired position is selected from the positions of the virtual speakers.

9. An audio system, comprising:

an audio apparatus, including

a first memory in which control data is stored,

25 a second rewritable memory for storing control data inputted from an external device, and

a control section for selecting either one of the first and second memories and for controlling operation according to a control program using the control data stored in the memory selected; and

a controller, including

an operation screen for displaying an image corresponding to control data, the image being used to select therethrough particular control data from a plurality of control data, and

a processor for transmitting the control data selected via the operation screen to the audio apparatus.

10. An audio system according to claim 9, wherein the control program of the control section is transferred from the controller to the audio apparatus and is rewritably stored in the second memory.

11. An audio system according to claim 9, wherein the control program is a control program for sound field processing.

12. A method of controlling an audio apparatus, comprising the steps of:
storing in a rewritable memory second control data which can be used in place of first control data beforehand stored;

selecting either one of the first control data beforehand stored and the second control data stored in the rewritable memory; and
controlling operation using the control data selected.

13. A method of controlling an audio apparatus according to claim 12, wherein the control data includes information associated with arrangement of virtual

speakers, the method further including the steps of:

displaying a position of a listener and positions of a plurality of virtual speakers arranged to surround the listener, the positions of the listener and the virtual speakers being visually identifiable; and

5 selecting a desired position from the positions of the virtual speakers displayed,

control data corresponding to the selected virtual speaker position being stored in the rewritable memory.

10 14. A method of controlling an audio apparatus, comprising the steps of:

storing in a rewritable memory a second control program which can be used in place of a first control program beforehand stored;

selecting either one of the first control program beforehand stored and the second control program stored in the rewritable memory; and

15 controlling operation according to the control program selected.

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